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AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

1. (Currently Amended) A server device for a net game applicable on a network and enabling data communication with mobile communication terminals registered as members, the server device comprising:

organizing means for organizing groups ~~consisting of~~ including a specified number of members upon a member registration request from the respective mobile communication terminals,

question storage means for storing contents of a plurality of questions,

question preparing means for selecting and preparing a specified number of questions from the contents stored in the question storage means,

transmitting/receiving means for transmitting the prepared questions to the respective mobile communication terminals in the group and receiving ~~[[an]]~~ answer information from the respective mobile communication terminals corresponding to the questions presented on monitors of the respective mobile communication terminals,

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first answer information storage means for storing the answer information in correspondence with the respective mobile communication terminals, [[and]]

congeniality judging means for judging the congeniality of ~~each possible pair~~ pairs of the respective mobile communication terminals in the group based on the respective pieces of answer information stored in the first answer information storage means and pairing the mobile communication terminals having the answer information showing congeniality, and

information exchanging means for permitting exchange of information between the paired mobile communication terminals, including:

access setting means for permitting the paired mobile communication terminals selected to set an access time and an imaginary place in a game space, and

an access judging means for judging whether an access has been made at the set access time and place by both players through the paired mobile communication terminals respectively and permitting exchange of information when common access is made.

2. (Currently Amended) A server device according to claim 1, further comprising:

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question drafting means for letting one of the paired mobile communication terminals draft a specified number of questions and expected answers thereto based on the storage contents of the question storage means in order to transmit the questions and [[the]] possible answers to ~~the partner~~ a partner mobile communication terminal of the paired communication terminals,

second answer information storage means for storing the questions transmitted from the one of the paired mobile communication terminals and [[an]] answer information [[on]] identifying answers transmitted from the partner mobile communication terminal in correspondence with the respective mobile communication terminals, and

information exchanging means for judging a degree of congeniality based on [[the]] respective pieces of the answer information stored in the second answer information storage means and said expected answers and permitting an information exchange [[to]] between the paired mobile communication terminals if the degree of congeniality is high.

3. (Original) A server device according to claim 1, wherein the question drafting means enables the paired mobile communication terminals to select the questions and the expected answers from the storage contents of the question storage means and to draft a specified number of questions.

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4. (Cancel)

5. (Currently Amended) A server device according to claim [[4]] 1, wherein a mailbox is given to each of the paired mobile communication terminals judged to have accessed one another by the access judging means.

6. (Original) A server device according to claim 1, further comprising individual data storage means for storing possession information of mailboxes in correspondence with the registered members.

7. (Original) A server device according to claim 1, further comprising ranking means for ranking the members in a decreasing order of possessed mailboxes and making the ranking readable in the server device.

8. (Currently Amended) A program for executing a net game on a net game server device applicable on a network and enabling data communication with mobile communication terminals registered as members, said program comprising the steps of:

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organizing groups ~~consisting of~~ including a specified number of members upon a member registration request from the respective mobile communication terminals,

storing contents of a plurality of questions,

selecting and preparing a specified number of questions from the stored contents,

transmitting the prepared questions to the respective mobile communication terminals in the group and receiving ~~[[an]]~~ answer information from the respective mobile communication terminals corresponding to the questions presented on monitors of the respective mobile communication terminals,

storing the answer information in correspondence with the respective mobile communication terminals, ~~[[and]]~~

judging the congeniality of ~~each possible pair~~ pairs of the respective mobile communication terminals in the group based on the stored contents and pairing the mobile communication terminals having the answer information showing congeniality, and

permitting information exchange between the paired mobile communication terminals including:

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permitting the paired mobile communication terminals
selected to set an access time and an imaginary place in a game
space, and

judging whether an access has been made at the set access
time and place by both players through the paired mobile
communication terminals respectively and permitting exchange of
information when common access is made.

9. (Currently Amended) A net game progress controlling method by a net game server device applicable on a network and enabling data communication with mobile communication terminals registered as members, comprising the steps of:

organizing groups ~~consisting of~~ including a specified number of members upon a member registration request from the respective mobile communication terminals,

storing contents of a plurality of questions,

selecting and preparing a specified number of questions from the stored contents,

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transmitting the prepared questions to the respective mobile communication terminals in the group and receiving ~~[[an]]~~ answer information from the respective mobile communication terminals corresponding to the questions presented on monitors of the respective mobile communication terminals,

storing the answer information in correspondence with the respective mobile communication terminals, ~~[[and]]~~

judging the congeniality of ~~each possible pair~~ pairs of the respective mobile communication terminals in the group based on the stored contents and pairing the mobile communication terminals having the answer information showing congeniality, and

permitting information exchange between the paired mobile communication terminals including:

permitting the paired mobile communication terminals selected to set an access time and an imaginary place in a game space, and

judging whether an access has been made at the set access time and place by both players through the paired mobile communication terminals respectively and permitting exchange of information when common access is made.

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10. (Currently Amended) A computer-readable storing medium storing a net game progress control program implementable on a net game server device applicable on a network and enabling data communication with mobile communication terminals registered as members, said program comprising the steps of:

organizing groups ~~consisting of~~ including a specified number of members upon a member registration request from the respective mobile communication terminals,

storing contents of a plurality of questions,

selecting and preparing a specified number of questions from the stored contents,

transmitting the prepared questions to the respective mobile communication terminals in the group and receiving ~~[[an]]~~ answer information from the respective mobile communication terminals corresponding to the questions presented on monitors of the respective mobile communication terminals,

storing the answer information in correspondence with the respective mobile communication terminals, ~~[[and]]~~

judging the congeniality of each ~~possible pair~~ pairs of the respective mobile communication terminals in the group based on the stored contents and pairing the

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mobile communication terminals having the answer information showing congeniality, and

permitting information exchange between the paired mobile communication terminals including:

permitting the paired mobile communication terminals selected to set an access time and an imaginary place in a game space, and

judging whether an access has been made at the set access time and place by both players through the paired mobile communication terminals respectively and permitting exchange of information when common access is made.

11. (New) A server device according to claim 1, wherein the access judging means judges a successful access by a fitting system if actual access times of the paired mobile communication terminals fall within a specified time frame, extending before and after the set access time, with or without overlapping.

12. (New) A server device according to claim 5, further comprising a game progress processing section which prohibits an information exchange concerning electronic mail addresses.

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13. (New) A server device according to claim 5, further comprising game progress processing section which includes a list containing characters and words for specifying actual places and prohibits the input of the words contained in said list.

14. (New) A server device for a net game applicable on a network and enabling data communication with mobile communication terminals registered as members, the server device comprising:

organizing means for organizing groups including a specified number of members upon a member registration request from the respective mobile communication terminals,

question storage means for storing contents of a plurality of questions,

question preparing means for selecting and preparing a specified number of questions from the contents stored in the question storage means,

transmitting/receiving means for transmitting the prepared questions to the respective mobile communication terminals in the group and receiving answer information from the respective mobile communication terminals corresponding to the questions presented on monitors of the respective mobile communication terminals,

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first answer information storage means for storing the answer information in correspondence with the respective mobile communication terminals,

congeniality judging means for judging the congeniality of pairs of the respective mobile communication terminals in the group based on the respective pieces of answer information stored in the first answer information storage means and pairing the mobile communication terminals having the answer information showing congeniality,

question drafting means for letting one of the paired mobile communication terminals draft a specified number of questions and expected answers thereto based on the storage contents of the question storage means in order to transmit the questions and possible answers to a partner mobile communication terminal of the paired communication terminals,

second answer information storage means for storing the questions transmitted from the one of the paired mobile communication terminals and answer information identifying answers transmitted from the partner mobile communication terminal in correspondence with the respective mobile communication terminals, and

information exchanging means for judging a degree of congeniality based on the answer information stored in the second answer information storage means and said expected answers and permitting an information exchange between the

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paired mobile communication terminals if a degree of congeniality is high, the information exchange means including:

access setting means for permitting the paired mobile communication terminals selected to set an access time and an imaginary place in a game space, and

an access judging means for judging whether an access has been made at the set access time and place by both players through the paired mobile communication terminals respectively and permitting exchange of information when common access is made.

wherein operation of the access setting means and the access judging means is limited to the paired communications terminals judged to have a high degree of congeniality based on the answer information stored in the second answer information storage means.